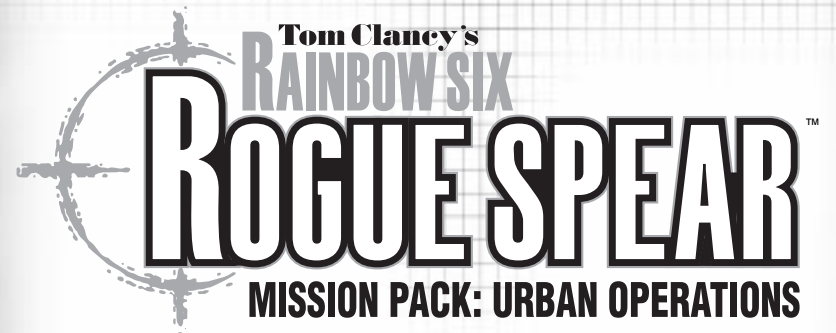




Tom Clancy's
RAINBOW SIX
ROGUE SPEAR
MISSION PACK: URBAN OPERATIONS

<http://www.replacementdocs.com>



GAME MANUAL

ORIGINAL ROGUE SPEAR REQUIRED TO PLAY THIS MISSION PACK



© 2000 Red Storm Entertainment, Inc.. All rights reserved. Red Storm Entertainment is a trademark of Jack Ryan Enterprises, Ltd. and Larry Bond. Rogue Spear Mission Pack: Urban Operations is a trademark of Red Storm Entertainment, Inc. Other brand and product names are trademarks or registered trademarks.

CONTENTS

INTRODUCTION	
OVERVIEW	1-2
GETTING STARTED	2-0
MINIMUM SPECIFICATIONS	2-1
INSTALLING THE GAME	2-2
UNINSTALLING/REINSTALLING	2-3
NEW FEATURES IN ROGUE SPEAR: URBAN OPERATIONS	2-4
GAME MENUS	3-0
SINGLE PLAYER	3-1
CUSTOM MISSION	3-2
GAME TYPE	3-2
GAME LEVEL	3-4
DIFFICULTY	3-4
NUMBER OF TERRORISTS	3-4
REWARD SYSTEM	3-4
OPTIONS	3-5
MODS (MODIFICATIONS TO THE GAME)	3-5
ACTION PHASE	4-0
INNOCENT BYSTANDERS	4-1
NEW HOT KEYS FOR ORDERS	4-1
MULTIPLAYER MODE	4-2
8 NEW MAPS	4-2
WEAPONS AND EQUIPMENT	5-0
PRIMARY WEAPONS	5-1
M249 SAW	5-1
HK 21E3	5-1
RPD	5-1
AW COVERT	5-1
DEFAULT KEYBOARD COMMANDS	5-2
ACTIONS	5-2
MOVEMENT	5-2
TEAM/AI	5-2
COMMUNICATION	5-2
VIEW	5-2
OPTIONS	5-2
RED STORM TECHNICAL SUPPORT	5-3
CONTACT US OVER THE INTERNET:	5-3
CONTACT US BY E-MAIL:	5-3
CONTACT US BY PHONE:	5-4
RED STORM ENTERTAINMENT'S TIPS LINE	5-4
CONTACT US BY STANDARD MAIL:	5-4
CREDITS	5-5

INTRODUCTION

If you thought Rogue Spear was tough, just wait until you try the new missions contained in Rogue Spear: Urban Operations. In the past, RAINBOW has operated in either secluded areas or areas cordoned off by the time they arrive. However, their worst nightmare has become a reality. The highly trained operatives must now combat the most lethal terrorists in urban settings. While the terrorists can attack from a great many hiding places, the RAINBOW team must use discretion since innocent bystanders may get in their line of fire.

Terrorism does not always strike in highly visible areas such as museums, nuclear power plants, and such. It also attacks on the streets of the world, affecting the common civilian as he or she goes about their daily life. From the slums and marketplaces of Istanbul, to the London Underground and even the canals of Venice, RAINBOW must be prepared to fight the enemies of peace where ever they may appear.

Terrorism's main weapon is fear. Though a terrorist group may only kill a few people or blow up a single building, the repercussions are much, much larger. Fear extends throughout the city, throughout the nation and even throughout the world. It is the duty of RAINBOW to not only protect those directly attacked by terrorists, but also to ensure the rest of the innocents of the world can rest free from this paralysing fear of senseless violence.

OVERVIEW

You have already completed the eighteen challenging missions which made up the Rogue Spear campaign. However, it is time to get back to work. Rogue Spear: Urban Operations adds two new mini campaigns-one with five new urban locations, and the other with five classic maps from Rainbow Six. In addition, you can now play custom missions in a variety of locations with various types of objectives including a Defend type of mission where the terrorists come after you. This gives you more than 60 new mission variations!

Rogue Spear: Urban Operations also adds eight new Multiplayer maps (also playable in Lone Wolf and Terrorist Hunt modes as Single Player) and increased MOD support. The AI of the terrorists has been further improved to make them more dangerous. Watch out! In Defend missions, they'll even throw grenades at you. To help you battle this increased threat, your team has been issued new and more powerful weapons including light machine guns and a silenced sniper rifle.

Enough talk. It's time to get down to business.



GETTING STARTED

GETTING STARTED: MINIMUM SPECS

YOU MUST HAVE TOM CLANCY'S ROGUE SPEAR INSTALLED TO PLAY.

TO PLAY ROGUE SPEAR: URBAN OPERATIONS, YOUR COMPUTER MUST MEET THE FOLLOWING CRITERIA:

COMPUTER:	Without Hardware Acceleration-Pentium 266 MHz MMX With Hardware Acceleration-Pentium 233 MHz MMX
MEMORY:	32 MB RAM Required (64 MB recommended, 128MB recommended for Multiplayer Servers)
OPERATING SYSTEM:	Windows 95 or Windows 98
VIDEO:	DirectX 6 or higher compatible 2D video card capable of 16bit colour (High Colour)
3D HARDWARE SUPPORT:	Direct 3D compatible video card required. 4 MB VRAM minimum required. Supported chipsets include 3Dfx Voodoo, Nvidia Riva, Matrox G200, for a full list of supported cards visit www.redstorm.com .
CD-ROM:	4x or Better
SOUND:	DirectX 6 or higher compatible sound card required
HARD DRIVE:	300 MB required in addition to the amount required by Rogue Spear. Additional 100 MB free disk space on primary hard drive required for proper Windows swap file allocation.
DIRECTX:	DirectX 6 or higher (6.1 or 7 included on CD) must be installed
INTERNET/NETWORK PLAY:	Properly Configured TCP/IP connection at 28.8 KBPS or faster

GETTING STARTED: INSTALLING GAME

INSTALLING THE GAME

Please ensure that Rogue Spear has been installed on your system before attempting to install Urban Operations.

1. Start the Windows 95/98 operating system.
2. Insert the Rogue Spear: Urban Operations CD into your CD-ROM drive. The Install menu should appear.

Note: If the Install menu does not automatically appear, double-click the My Computer icon located on your Desktop. Then double-click the icon corresponding to your computer's CD-ROM drive. The Install menu should now appear. If not, from Windows, click Start -> Run. Type D:\setup.exe, where D is the drive letter of your CDROM drive. Click OK, and the setup program should start.

* The installation routine will now walk you through each step of the setup and installation process.

* IMPORTANT: IF YOU INSTALLED ROGUE SPEAR TO A DIRECTORY OTHER THAN THE DEFAULT, you will need to verify that the location of your existing Rogue Spear is correctly identified in the "Locate Existing Installation" Window that appears during the Rogue Spear patching.

* After the program detects where Rogue Spear was installed, the program will automatically be installed on your hard drive. In addition, the program will check to see whether or not a current version of DirectX has already been installed on your hard drive.

3. After you have completed the installation process, you can select Rogue Spear: Urban Operations from the Start menu or double-click on the Urban Operations.exe file to run the game. You can also start the game from the autorun menu.

4. When you place the Rogue Spear CD in the drive, a dialogue box will appear. From this screen, you can click "Play Urban Operations."

GETTING STARTED: UNINSTALLING GAME

UNINSTALLING/REINSTALLING ROGUE SPEAR: URBAN OPERATIONS

TO UNINSTALL ROGUE SPEAR: URBAN OPERATIONS:

1. Start the Windows 95/98 operating system.

2. You may uninstall Rogue Spear: Urban Operations by going to your start menu, scrolling to where the game is, and clicking on the Uninstall icon. You may also uninstall with the add/remove program in the Control Panel.

* You will be asked to confirm that you wish to uninstall Rogue Spear: Urban Operations.

* If you are sure you want to uninstall Rogue Spear: Urban Operations, click Yes.

* If you are not sure, click No.

Note: If you uninstall Rogue Spear: Urban Operations, any previously saved scenarios will remain on your hard drive in the Rogue Spear Save game subdirectory. You may delete these saved games using Windows Explorer.

To Reinstall Rogue Spear: Urban Operations, follow the directions in the "Installing the Game" section.

Note: When uninstall asks you if you want to remove files, select "No." These files are necessary to continue to play the original Rogue Spear.

NEW FEATURES

ROGUE SPEAR: URBAN OPERATIONS ADDS A NUMBER OF NEW FEATURES TO THE ROGUE SPEAR. HERE IS A BRIEF SUMMARY OF WHAT IS INCLUDED IN ROGUE SPEAR: URBAN OPERATIONS.

- * **Two New Mini Campaigns**
- * **Customised Missions**
- * **5 New Urban Maps**
- * **5 Classic Maps from Rainbow Six**
- * **8 New Maps Specifically Designed for Multiplay, Lone Wolf, and Terrorist Hunt**
- * **4 New Weapons**
- * **Improved MOD Handling**
- * **Additions to Terrorist AI**
- * **Innocent Bystanders**



GAME MENUS

GAME MENUS: SINGLE PLAYER

There have been some changes to the Game Menu as well as submenus of the original Rogue Spear. Here is what's new.



There are a few basic changes that have been made to the Single Player menu. No longer are Lone Wolf or Terrorist Hunt missions available here. They have been moved to the Custom Mission menu.

Rogue Spear: Urban Operations offers three different campaigns. In the upper left corner of the screen, players can select from the original Rogue Spear campaign, the new Urban Operations campaign, or the Classic Mission campaign. The latter consists of five missions from the original RAINBOW SIX and include Operations Sun Devil (Hacienda), Fire Walk (Hot Zone), Yellow Knife (Estate), Deep Magic (Skyscraper), and Black Star (Amazon).

GAME MENUS: CUSTOM MISSION

CUSTOM MISSION

One of the great new features in Rogue Spear: Urban Operations is the ability to play custom missions. This screen contains four menus to allow the player to setup a mission by choosing from several different variables. You must first attempt a mission in a Single Player Campaign to “unlock” it in the Custom Mission Menu.



LONE WOLF

Unlike most missions, your main objective is survival. You control only one RAINBOW operative on a solo mission. You must get from the Insertion Zone to the Extraction Zone without being killed. Without any backup or support, this type of mission can be difficult. It can also be completed by neutralising all terrorists on the map. You can select the number of terrorists in this mission type.

GAME TYPE

There are six different types of missions from which the player can select.

ASSAULT

This is similar to a standard RAINBOW mission filled with terrorists. However, this time there are no hostages to worry about. Assemble a team and enter a location. Your objective is to neutralise all terrorists. Be careful! They can be hiding anywhere and are waiting for you.

TERRORIST HUNT

For this mission type, you must assemble a team of RAINBOW operatives and then enter a location. Your objective is to neutralise all terrorists on the map. When giving orders to the teams during the Planning phase, be sure every room and part of the map is checked. Terrorists can be hiding anywhere. You can select the number of terrorists in this mission type.

GAME MENUS: CUSTOM MISSION

HOSTAGE RESCUE

This is the standard RAINBOW type of mission. One or more hostages are being held captive somewhere on the map. You must put together a team and rescue the hostages. Once all hostages are safely escorted to the Extraction Zone, the mission is complete. For this type of mission, it is usually best to stay stealthy and silent until you have secured the hostages. Otherwise, if the terrorists hear gunfire, they may execute the hostages before your operatives can get to them.

DEFEND

This is a brand new type of mission, available only in Rogue Spear: Urban Operations. You must select a single operative for this solo mission. You must defend an area and prevent terrorists from activating a switch near the Insertion Zone. Terrorists will come at you from all sides and can even throw grenades at you. Therefore, you must be ever alert. Once the area near the switch is secure, you must neutralise all remaining terrorists on the map to complete the mission.

Recon missions are one of the most difficult you can play. The objective is to plant a surveillance device somewhere on the map, then get all operatives to the Extraction Zone. However, in order for this to be effective and to complete the mission, the terrorists cannot know your operatives were even there. For this type of mission, you can take as many operatives as you want. However, they cannot use deadly force or be detected by the terrorists. Either of these conditions, if broken, will result in a failed mission.

RECON

GAME MENUS: CUSTOM MISSION



GAME LEVEL

This menu contains a list of the maps which can be used for Custom Missions. Rogue Spear, Urban Operations, and Classic Campaign maps are locked and only become available after the player attempts them in the campaigns for the appropriate mission types.



DIFFICULTY

This menu allows the player to choose from three levels of difficulty for the Custom Mission-Recruit, Veteran or Elite.



NUMBER OF TERRORISTS

The player can choose the number of terrorists on the map-from 1 to 50, for Lone Wolf and Terrorist Hunt Game Types only. Not all maps will allow a player a full 50 terrorists. For those that do not, the max terrorist number that can be set from this area is the maximum number that can appear within the level.

Note - if you are near the minimum requirements for the game and try to battle 50 terrorists, you may experience performance problems. 30 is the recommended amount of terrorists.

REWARD SYSTEM

You will now be rewarded for successfully completing custom missions. You will receive a bronze medal for completing a Custom Mission on Recruit, a silver for Veteran, and a gold for Elite. Medals you collect will be displayed on the Custom Mission Screen. So prepare yourself . . . you're about to show everyone just how good you are!

GAME MENUS: OPTIONS

A new submenu on the Options screen has been included in Rogue Spear: Urban Operations.



MODS (MODIFICATIONS TO THE GAME)

Rogue Spear: Urban Operations contains improved support for MODs. MODs are levels, missions or variations created by players.

From this section, a player can activate and deactivate a MOD that has been placed on his or her system. In order for a MOD to be able to be activated, the MOD must be contained in its own folder in the MODS folder under the Rogue Spear: Urban Operations directory. If you used the default location for the installation of Rogue Spear, then the MODS folder will be located at:

C:\Program Files\Red Storm
Entertainment\Rogue Spear\mods

Any MOD that appears in the left-hand list is a MOD that exists on your system, and that can be activated. On the right-hand list is a listing of all currently active MODS and their priority. If a MOD is listed first in this priority list, its data will overwrite any data used in MODS below it. For example, MOD A has a new pistol that allows you to carry 6 magazines. MOD B has that same

pistol, but only allows you to carry 3 magazines. If MOD A has a higher priority than MOD B, you will get that pistol with 6 magazines. If MOD B has the higher priority, you will only be able to take 3 magazines. If a MOD has a unique piece of equipment, then it does not matter what priority it is, that piece of equipment will show up if that MOD is active.

In addition, once a MOD is active that contains replacement weapons, kit items, etc., you can disable the Rogue Spear and Urban Operations default data for those items. This can be done with the four checkboxes at the bottom of the MODS section. When these are checked, the appropriate items from Rogue Spear, and Urban Operations will no longer be available.

If you wish to join a multiplayer game with MODS, you must have installed the MODS that the server has active. You DO NOT have to have those MODS active, however the server's MODS settings will override yours, activating and deactivating MODS on your system, until your MODS settings now match the server's. Rogue Spear: Urban Operations maintains your original MODS settings, and resets them when you leave the server. The server has whatever active MODS were set under the Options screen. If the person running the server wants to change MODS, he or she must exit and restart the server. If you do not have MODS that the server is running, you will get a dialog box that explains what MODS you are missing. It may also contain information on where to obtain that MOD, if the MOD maker has included it. In addition, a text file gets generated in the game's root

GAME MENUS: OPTIONS

directory called `MPMODSFailure.txt`. This file contains all the information that was displayed when you attempted to join the server. This should aid in locating any MODS without having to keep a notepad handy when joining servers.

If you have a new campaign MOD installed, then this MOD campaign will appear from the single player menu, if that MOD is active. If the MOD is not active, then that campaign will not be available for play.

While Red Storm Entertainment encourages the use and creation of MODs, we can only provide support for the software we create. Therefore, we must ask that if you experience any problems after installing and using these MODs that you first remove the MOD and attempt to run Rogue Spear: Urban Operations again. If the problem persists, uninstall Rogue Spear: Urban Operations, then uninstall Rogue Spear. After uninstalling these, please remove all folders associated with the games, then reinstall Rogue Spear and Rogue Spear: Urban Operations without adding the mod.



ACTION PHASE / MULTIPLAYER MODE

ACTION PHASE

A few modifications and additions have been made to the Action Phase of the game.

INNOCENT BYSTANDERS

Some levels now have characters that are not hostages or terrorists. While RAINBOW Operatives do not have to defend them, if a bystander is killed, you will lose the mission.

NEW HOT KEYS FOR ORDERS

Urban Operations has added several new hotkey shortcuts for orders that are available from the orders bar. The assigned keys can be found in the remap keys screen, in the Team Section. The orders that are available from these hotkey shortcuts are:

Note: Num Lock must be on (activated) for these keys to function properly.

- Flashbang Room NumPad 1
- Frag Room NumPad 2
- Breach Door NumPad 3
- Snipe NumPad 7
- Cover NumPad 8
- Defend NumPad 9

These hotkeys function just like giving the order from the orders bar, except you do not have to call up the orders bar. They can make a big difference in a fast paced mission.

MULTIPLAYER MODE

MULTIPLAYER MODE

Rogue Spear: Urban Operations contains some great additions to multiplayer.

In order to chat only with your team during the Multiplayer Wait screen, type your message in the Chat Box, then press R-CNTRL instead of the ENTER key.

8 NEW MAPS

For your multiplayer pleasure, Rogue Spear: Urban Operations includes eight new multiplayer maps that have Lone Wolf and Terrorist Hunt game types available in "Custom Missions". Try them all. They are designated with an "MP" in the Custom Missions Menu.

- Snow Base
- Chemical Compound
- Bunkers
- Storage Depot
- Old Train Tracks
- Training Maze
- Graveyard
- Underwater Habitat



WEAPONS AND EQUIPMENT

WEAPONS AND EQUIPMENT

Rogue Spear: Urban Operations gives you four new Primary Weapons

PRIMARY WEAPONS



M249 SAW

The Minimi M249 SAW is a light machine gun firing the 5.56x45mm round. It is the standard USArmy squad support weapon. This gun comes with a 200 round box magazine, and fires only in fully automatic mode. It packs tremendous firepower, but is only accurate from a crouched stationary position. Used this way, it is an effective covering weapon.



HK 21E3

Based on the HK G3A3 framework, the HK21E3 is a light machine gun firing the 7.62x51mm round from a 100 round box magazine. This round packs more punch than the 5.56x45mm round. In addition, the HK21E3 has a single shot and three round burst option. It is more accurate than the M249 SAW, but is harder to control when moving around. As with the M29SAW, this weapon is best used from a stable firing stance.



RPD

The RPD is a Russian light machine gun that dates back to World War II. It is a common light support weapon. It fires the 7.62x39 mm round from a 100 round drum magazine, and only fires in fully automatic mode. This weapon is less accurate than either the M249 SAW, or the HK21E3. It is however lighter than either of the other two, and therefore, returns to an accurate state after firing more rapidly. This weapon is a terrorist weapon, and is only available to the player through multiplayer play.



AW COVERT

The AW 'Covert' is a silenced sniper rifle firing the 7.62x51mm Sub-Sonic round. This round is less powerful than the standard 7.62x51mm round, making this rifle slightly less powerful and accurate than other sniper rifles in the game. This reduced effectiveness is offset by the rifle being silenced. In addition, the subsonic round does not produce the sonic crack as it leaves the barrel, allowing a sniper to get closer to his target, and still avoid direct detection.

DEFAULT KEYBOARD COMMANDS

Here is the default layout for keyboard commands in the game:

ACTIONS

Left Mouse	Fire (Use Item)
1	Switch to Primary Weapon
2	Switch to Secondary Weapon
3	Switch to Kit Slot 1
4	Switch to Kit Slot 2
N	Select Next Weapon
Z	Change Magazine
B	Change Rate of Fire
Space	Manipulate Environment (open doors, climb ladders, climb over obstacles)

MOVEMENT

W	Move Forward
S	Move Backward
A	Sidestep Left
D	Sidestep Right
Q	Peek Left
E	Peek Right
C	Crouch
Right Mouse	Run

TEAM/AI

PgUp	Change to Previous Team
PgDn	Change to Next team
7	Status Report
R	Toggle Team Hold in Place
H	Toggle All Teams Hold
Y	Toggle Sniper Control
J	Go-Code Alpha
K	Go-Code Bravo
L	Go-Code Charlie
M	Go-Code Delta
U	Toggle Orders Mode
G	Toggle 4 Map Mode
F	Change ROE Mode
V	Change ROE Speed
/	Toggle Watch Mode

With Num Lock On

Keypad 1	Flashbang Room
Keypad 2	Frag Room
Keypad 3	Breach Door
Keypad 7	Snipe
Keypad 8	Cover
Keypad 9	Defend

COMMUNICATION

' (apostrophe)	Global Chat
Enter	Team Chat
R CNTRL	Team Chat from Multiplayer Wait Screen
R Menu	Toggle Bound Mode View
Left Shift	Toggle Sniper Mode
5	Toggle Night Vision
T	Toggle Full-Screen Map Mode
F1	Toggle Camera View
=	Increase Cinema Size
-	Decrease Cinema Size
[Zoom Map Out
]	Zoom Map in
\	Watch Next Team Member in Action Phase Map
Keypad 5	Centre View

OPTIONS

F4	Toggle Auto-Aim
F3	Toggle Reticule
6	Show Status Display
F2	Grab Screen Shot
F12	Activate Server Control

On-line Support Options

Ubi Soft offers several on-line support options for their software products. One of these is our website at: <http://www.ubisoft.co.uk/support/>

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: techsupport@ubisoft.co.uk

Please be as specific as you can be about the problem you are experiencing. Also include in the body of your e-mail: the name of the manufacturer of your computer system; the brand and speed of the processor; how much RAM you have, the version number of Windows you are using (if you aren't sure, right-click on the My Computer icon on your desktop and select 'Properties'), and the manufacturer name and model number of your video card, modem, and sound card.

Other Support Options

You can also contact Ubi Soft Customer Support by phone and fax. When you call, please have all of the above mentioned information ready.

Phone: 020 - 8944 9000

Fax: 020 - 8944 9300

Hours: Monday through Friday 9.30am - 5.30pm GMT

Mailing Address:

Ubi Soft Entertainment Ltd.

Vantage House, 1 Weir Road, Wimbledon,
London SW19 8UX, UK

TEAM

GAME DESIGN:

Team Patton

PRODUCER:

Steve Cotton

LEAD ARTIST:

Travis Getz

ARTISTS:

Jeff McFadyen, John Michel,
Eric Terry

LEAD ENGINEER:

Joe Sauder

ENGINEER:

Rick Campbell

ADDITIONAL ARTISTS:

Michael Cosner, Thomas DeVries,
Chris Kemple, John Sonedecker

ADDITIONAL ENGINEERS:

Clark Gibson, Philip Hebert,
Todd Lewis, Greg Stelmack

WRITER:

Brian Upton

ADDITIONAL DESIGN:

Jeff Friedlander

QUALITY ASSURANCE ANALYST:

Gary Stelmack

LEAD TESTER:

Ken Turner

TESTERS:

Mark LaGreca, Mike Sintal, Austin
Smithwick, Lance Woodward

RED STORM ENTERTAINMENT

Tom Clancy:

Chairman

Doug Littlejohns:

CEO and President

Mike Oliver:

CFO

Richard Wnuk:

EVP, Sales and Marketing

Mike Lomas:

VP, Product Development

Robert Houston:

VP, Operations

Steve Reid:

Director of Creative Design

Jason Snyder:

Director of Engineering

Brian Upton:

Director of Product Design

Carson Brice:

Director of Marketing

Brad Smith:

Director of Sales

Rob Gross:

Director of European Marketing and Sales

Mike Eglington:

European Marketing Manager

Chris Legrand:

European Marketing Assistant

Kevin Perry:

External Development Manager

Elizabeth Loverso:

Operations Manager

Ruth Chaloner:

European Operations Manager

Wendy Beasley:

Senior Marketing Manager

John Farnsworth:

Studio Manager

Chris Olson:

Financial Controller

Charles Holtzclaw:

Product Marketing Manager

April Jones:

PR Coordinator

Mur Lafferty:

Internet Manager

Adrian Curry:

Fat Bloke

Michelle Benson:

Human Resource Generalist

Stuart White:
Quality Control Manager
Deke Waters:
Technical Support Manager
Franklin Crawford IV:
Technical Support Representative
Scott Reid:
Lab Coordinator
Trent Giardino:
Technical Support Representative

EXTERNAL DEVELOPMENT CREDITS

Sound Design & Music
Soundelux Showworks

SOUNDELUX

Executive Producer
Jeff Eisner
Producer
Becky Allen
Composer & Music Producer
Bill Brown
Game Sound Design
Ron “Dutch” Hill
Cinematic Sound Design
Bryan Bowen
Casting Director
Carole Ruggier
Production Coordinator
Glynna Grimala

VOICE TALENT

Narrator
Carole Ruggier
John Clark
Douglas Rye
Terrorists
Ilia Volok, Jonathan Nichols
Male Team Member
Mike Regan
Female Team Member & Hostage
Johanna Parker
Male Hostage
Ron Lewis

MANUAL TEXT

Michael Knight

MANUAL DESIGN

Nevermore Studios

SPECIAL THANKS

Richard Campbell
To my beautiful wife Pam, her support and inspiration allow to me reach for and hold on to my dreams. To my wonderful son Teddy, through his eyes all things are new and exciting again. To all the “gamers” out there who buy and play our games, thanks, this one’s for you!

Michael Cosner
My Family, Jon Combs, Erik Daniele, Graeme Davis, Grant Roberts, Richard Benson, and Don & Tuck at Hoskin Megabyte Products. Lastly, for my mother Upin whose strength and love far surpasses the distance that has always seperated us.

Steve Cotton
I’d especially like to thank my beautiful wife Heather for the never-ending support. My mom, dad, & brother for everything else. Thanks to all my relatives who bought the game & never played it (you can quit doing that now, I really CAN get you free copies). Most of all, to the whole team for making my job as enjoyable & stress free as it could have been, I couldn’t have given you enough ice cream!

Jeff Friedlander
To my wife Cheryl, for carrying our future child Alexander, and for dealing with a big kid at the same time. Julia, for being the best mother-in-law possible. My loving mother, and Lenny and Michelle - you have always been there for me. My best bud Tom and his wife Allison, for being the most selfless people I know. And last but surely not least, my dear Grandma Cha-Cha whom I will love always.

Travis Getz
Thanks to my wonderful wife Christy for supporting me in following my dreams and developing my talents. To Brian and Frances Chew: much thanks for their outstanding consulting regarding the Chinese characters and authenticity level for Hong Kong. Appreciation also goes out to the folks at the Red Storm United Kingdom office, for their help in making the London level what it is. Finally, thanks to my parents for the outstanding photo reference for Istanbul (that is, in addition to the whole “giving birth to me” thing, of course)!

Chris Kemple
I’d like to thank my wife Krista, just for being her. I’d also like to thank the man who invented the first true action figure, G.I. Joe...see what you started? I hope you’re happy...there’s no longer any room on my desk, shelves, monitor, or credit card...

Jeff McFadyen
To my Fiancée, Alicia Minerd (thanks for putting up with me), and to everyone at Red Storm for welcoming me aboard.

John Michel
Special thanks to God for making it ALL possible. Also, thanks to the Michel family, especially Lindsey for all of the great word-of-mouth advertising for all Red Storm products.

Joe Sauder
I’d especially like to thank my wonderful wife, Amber, for her never-ending support. She gets me through every day, from start to finish, and I’d definitely be lost without her – just ask her, she’ll tell you! I’d

also like to thank Chris “Farm Boy” Sauder, who, while sitting on his front porch one day, picking his teeth with a piece of wheat stalk, came up with the name “Urban Operations” for this product. Thanks Chris.

Gary Stelmack
I would like to thank John and Pamela Stelmack, Greg and Diana Stelmack, Meg and Michael Bachman, and my entire gaming group. You all made it possible to work long hours, and stay sane.

Eric Terry
Special thanks to Jennifer Mungle, my family, Randall Rozzell, Chris Cardelli, and all others for their support.

Special thanks to Red Storm UK, Brian and Frances Chew, John Farnsworth & Carl Schnurr.

Additional special thanks to the original Rainbow Six: Rogue Spear team.

Tom Clancy's **RAINBOW SIX** **ROGUE SPEAR**

MISSION PACK: URBAN OPERATIONS



Red Storm Entertainment Ltd
30b Station Road
Harpenden
Hertfordshire
AL5 4SE
United Kingdom
www.redstorm.com

RED033Y010-0039-0017-01